

IN THE CLAIMS

steps of:

1. A method of playing a group participation wagering game comprising the steps of:
forming a group consisting of all entrants who have made a first wager on the outcome of a first game and a second wager on the outcome of a second, group participation game;
determining whether the second game is a winner;
indicating the outcome of the game; and
determining whether the first game is a winner.

2. The method as recited in claim 1, wherein the step of determining whether the group is a winner includes randomly generating indicia in a display and comparing at least a portion of the display with predetermined indicia that represents a winning combination.

3. The method as recited in claim 2, wherein the indicia in the display is in the form of an array.

4. The method as recited in claim 3, wherein the step of indicating the outcome of the game includes displaying each randomly generated indicium one-by-one in the array so that the group can anticipate the chances of winning.

5. The method as recited in claim 2, wherein the step of determining whether the group is a winner includes comparing at least a portion of the indicia with a plurality of different predetermined indicia that each represent a winning combination.

5 6. The method as recited in claim 2, wherein the step of randomly generating indicia in a display includes:

having payout multipliers on a device in the form of a wheel;
spinning the wheel; and
indicating where the wheel stops.

10 7. The method as recited in claim 6, wherein the wheel is a mechanical wheel.

8. The method as recited in claim 6, wherein the wheel is a virtual wheel.

15 9. The method as recited in claim 1, wherein the step of determining whether the group is a winner includes randomly generating indicia in an array and comparing at least a portion of the array with a predetermined combination of indicia that represents a winning combination.

20 10. The method as recited in claim 6, wherein the step of determining whether the group is a winner includes comparing at least a portion of the array with a plurality of different predetermined combinations of indicia that each represent a winning combination.

11. The method as recited in claim 1, wherein each entrant is able to make the first wager that differs in size from the first wagers being made by the other entrants.

12. The method as recited in claim 1, wherein said second wager by each entrant is a fixed amount.

13. The method as recited in claim 12, wherein each entrant wagering on the second bonus game wins an identical amount if the second bonus game is a winner.

14. The method as recited in claim 1, wherein the step of determining whether the second game is a winner is accomplished prior to determining whether the first game is a winner.

15. A method of playing a group participation wagering game in combination with an individual participation game, the method comprising the steps of:

forming a group of at least some of the entrants in the individual participation game

who have made a wager on a first game and a wager on the outcome of the

second group participation game;

determining whether the entire group is a winner of the group game; and

indicating the outcome of the group game at the conclusion thereof.

16. The method as recited in claim 15, wherein the group forming step includes forming the group of all entrants in the first wagering game who have made a separate wager on the outcome of the second group game.

5 17. The method as recited in claim 15, wherein the step of determining whether the group is a winner includes randomly generating indicia in a display and comparing at least a portion of the display with predetermined indicia that represents a winning combination.

10 18. The method as recited in claim 17, wherein the indicia in the display is in the form of an array.

15 19. The method as recited in claim 18, wherein the step of indicating the outcome of the game includes displaying each randomly generated indicium one-by-one in the array so that the group can anticipate the chances of winning.

20 20. The method as recited in claim 17, wherein the step of determining whether the group is a winner includes comparing at least a portion of the indicia with a plurality of different predetermined indicia that each represent a winning combination.

21. The method as recited in claim 17, wherein the step of randomly generating indicia in a display includes:

having payout multipliers on a device in the form of a wheel;

spinning the wheel; and
indicating where the wheel stops.

22. The method as recited in claim 21, wherein the wheel is a mechanical wheel.

23. The method as recited in claim 21, wherein the wheel is a virtual wheel.

24. The method as recited in claim 15, wherein the step of determining whether the group is a winner includes randomly generating indicia in an array and comparing at least a portion of the array with a predetermined combination of indicia that represents a winning combination.

25. The method as recited in claim 24, wherein the step of determining whether the group is a winner includes comparing at least a portion of the array with a plurality of different predetermined combinations of indicia that each represent a winning combination.

26. The method as recited in claim 15, wherein each entrant is able to make a wager on the individual game that differs in size from the wagers being made by the other entrants, and the size of the winnings awarded to each entrant corresponds to the size of the entrant's wager, and wherein each entrant makes the same wager on the second group game and is awarded the same winning prize amount.

27. The method as recited in claim 26, wherein each gaming machine performs the step of indicating the outcome of the group game at the conclusion thereof.

28. The method as recited in claim 15, wherein the individual participation game is keno.

29. The method as recited in claim 15, wherein the individual participation game is bingo.

30. The method as recited in claim 15, wherein the individual participation game is a game of chance.

31. The method as recited in claim 15, wherein the individual participation game is played on an electronic gaming machine, a plurality of the gaming machines being linked to a central processing unit which performs the step of determining whether the entire group is a winner of the group game.

32. The method as recited in claim 15, wherein the individual participation game is a lottery.

33. A method of implementing a bonus feature in a group participation game, the method comprising the steps of

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accepting an initial wager from an entrant for a first wagering game;

accepting a second wager from an entrant for a second group game;

determining the outcome of the group game; and

determining the outcome of the individual game;

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wherein the outcome of said group game is determined prior to the outcome of the first
wagering game.

34. The method as recited in claim 33, wherein the accepting of a second wager
consists of accepting identical wagers.

35. The method as recited in claim 33, wherein the winning outcome for the
second group game is only applied if a winning outcome of the first wagering game has occurred.

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